Rock Raiders - Milestone Details

Dear Tom,

From our meeting, which I felt was highly productive, please find below a reschedule of the next 3 milestones to reflect the 'look & feel' type aspects of the game. If you wish I can continue with the rest of the milestones with my current views but I thought the 'stocktaking' pause and focusing on the 'look and feel' aspects a very good idea and would like to repeat the exercise in 3 months time. As you will see it no way detracts from the original schedule and goals but does allow us to focus on general objectives.

We will give you updates on an approximate weekly basis so that you can comment and gain approval etc. Working on the look and feel aspects of the game, I would beneficial to set a non-milestone goal of having approval on the look of the in game interface, the in game textures in 3rd person view, the general in game lighting conditions and the atmosphere created from events such as digging.

By focusing on these aspects, the game should be quite indicative of the final 'look and feel' of the game for E3.

Your next update will be sent at the end of this week for your feedback.

If you have any questions or would like me to change the schedule in any way, please give me a call.

Best Regards,

Eamonn

April 10th

Programming

Working on the main 3d_engine
Tele-porting of mini-figures
Put in the 3 damage stages for digging
rubble effects from digging
rubble shrinking and disappearing
pickups e.g. power crystals to be put in scene and collected
Use of context sensitive mouse pointers
Loading multiple levels for texture illustration
Add Rock-monster into game and have him walking around
Put into the game the most up to date interface.
Put colour tints on viewport for atmosphere

Artwork

Create new test levels for programmers
Create textures for ice levels for approval
Create the bridge of the cargo ship for FMV for approval
Continue with game interface for approval
Animate the actions of large Digger
Animate the actions of Hover-Craft
Animate the actions of Bulldozer
Storytelling FMV

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May 8th

Programming

Working on the main 3d_engine
Continue the implementation of the programmable AI system for the units
SFX triggering/looping
Playing Music
Smoke effects/dust etc.
Implement the latest graphic interface
Implement the latest Front end screens (but not all possible options)
Swapping low poly models for high poly models
Have mini-figures drilling
Put in the latest in game font

Artwork

Create an atmospheric font
Continue with in game background textures
Animate the actions of Small Truck
Animate the actions of Small Driller
Animate the actions of Medium Catamaran
Preliminary levels 1,2,3,4 (Tutorial levels)
Storytelling FMV
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June 5th

Programming

Working on the main 3d_engine
Continue the implementation of the programmable AI system for the units
Water effects
Lava effects
Implement the latest tutorial levels.
Be able to have buildings in the levels
Have initial pc configurable options
Have initial in game options

Artwork

Continue to adjust textures according to lego approval
Create all the currently approved buildings
Preliminary levels 4,5,6,7
Storytelling FMV
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